



Critical and Creative Thinking Family Edition

→ Directions: Look over these activities and choose the ones which seem interesting to you.

Habits of Mind - Thinking Flexibly	Making Connections												
<p>When we Think Flexibly, we are able to change perspectives. We consider the ideas of others.</p> <div style="display: flex; justify-content: space-around; align-items: center;">   </div> <p>This exercise provides an opportunity for creative dramatics. On the next page, you will see a part of a script for a play. Complete the play at least three times. By creating three different versions, we can begin to appreciate the idea that in every situation in life, we can respond with various actions and/or attitudes.</p>	<p>When we work to make connections, we explore the ways in which things might be related to one another.</p> <p>Let's try this skill by thinking about these questions.</p> <ul style="list-style-type: none"> ● How is baking a cake like building Legos? ● How are board games like amusement parks? ● How is a kitchen like a box of crayons? ● How is reading a book like visiting a friend? ● How is an elephant like a snowstorm? 												
Plus-Minus-Interesting	Fluency, Flexibility, Originality, Elaboration												
<p>Let's try out some of these situations.</p> <table border="1" style="width: 100%; border-collapse: collapse; margin: 10px 0;"> <thead> <tr> <th style="background-color: #008000; color: white; padding: 5px;">Plus</th> <th style="background-color: #ff0000; color: white; padding: 5px;">Minus</th> <th style="background-color: #0000ff; color: white; padding: 5px;">Interesting</th> </tr> </thead> <tbody> <tr><td style="height: 20px;"></td><td style="height: 20px;"></td><td style="height: 20px;"></td></tr> <tr><td style="height: 20px;"></td><td style="height: 20px;"></td><td style="height: 20px;"></td></tr> <tr><td style="height: 20px;"></td><td style="height: 20px;"></td><td style="height: 20px;"></td></tr> </tbody> </table> <ul style="list-style-type: none"> ● You can fly around the world in two hours. ● Suppose there is no internet. ● Everyday is a school day. ● Money does not exist. ● Hawaii is the new capital of the United States. <p>If you don't care for these options, see if you can create a topic for your family.</p>	Plus	Minus	Interesting										<ol style="list-style-type: none"> 1. How many different types of shoes can you think of? 1. What can you do with your old sneakers once you've grown out of them? 1. There are lots of expressions about shoes and feet. For example: "you've got big shoes to fill" and "put your foot in your mouth." Come up with your own new and original saying using shoes or feet. Be sure to explain what it means. 1. Personification is when non-human things are given the characteristics of a human. Choose one of the objects below and draw it with human characteristics. Use lots of detail and give it a creative title. <p style="text-align: center; margin-top: 20px;"> a fork a camera a paint brush a pencil </p>
Plus	Minus	Interesting											

Script 1: Rise and Shine

Response 1

Narrator: Our scene opens today at home. It is morning. Michelle doesn't like to get out of bed. Her mom calls and calls. After five calls, Mom shouts:

Mom: *Get up! Get up right now!*

Michelle:

Mom:

Script 2: What's the Matter?

Response 1

Narrator: The wind is cold - much colder than usual. The wind blew on Marcus as he boarded the bus.

Actor 1: *Did you get cold waiting for the bus?*

Actor 2: *Just leave me alone.*

Actor 1:

Actor 2:

Response 2

Narrator: Our scene opens today at home. It is morning. Michelle doesn't like to get out of bed. Her mom calls and calls. After five calls, Mom shouts:

Mom: *Get up! Get up right now!*

Michelle:

Mom:

Response 2

Narrator: The wind is cold - much colder than usual. The wind blew on Marcus as he boarded the bus.

Actor 1: *Did you get cold waiting for the bus?*

Actor 2: *Just leave me alone.*

Actor 1:

Actor 2:

Response 3

Narrator: Our scene opens today at home. It is morning. Michelle doesn't like to get out of bed. Her mom calls and calls. After five calls, Mom shouts:

Mom: *Get up! Get up right now!*

Michelle:

Mom:

Response 3

Narrator: The wind is cold - much colder than usual. The wind blew on Marcus as he boarded the bus.

Actor 1: *Did you get cold waiting for the bus?*

Actor 2: *Just leave me alone.*

Actor 1:

Actor 2:



Habits of Mind

The 16 Habits of Mind were identified by Dr. Bena Kallick and Dr. Arthur Costa in their research into how humans successfully face challenges. They describe a Habit of Mind as “having a disposition toward behaving intelligently when confronted with problems, the answers to which are not immediately known.” You can find more information online at the The Institute for Habits of Mind: <https://www.habitsofmindinstitute.org/>



Making Connections

When learners make connections, they explore relationships between new ideas, their daily lives, and the world around them. Making connections supports learners in their ability to create unique and original ideas.



Plus-Minus-Interesting

Learners use the PMI structure to keep an open-minded attitude and consider an issue from multiple perspectives. Younger learners may consider what would make a certain idea interesting (i.e. What if books were round?), older learners may use the “I” to consider implications.



Fluency, Flexibility, Originality, Elaboration (FFOE)

These thinking strategies and processes help students brainstorm, make connections, and develop creative ideas.

Fluency – The ability to generate numerous ideas or alternatives to solve a problem that requires a novel solution.

Flexibility – The ability to consider a number of different perspectives in an effort to generate a wide variety of ideas or alternatives.

Originality – The ability to generate novel, unique, and rare ideas or alternatives to solve a problem that requires an innovative solution.

Elaboration – The ability to generate a large number of details or descriptions that explain a specific and novel solution to a problem.



S.C.A.M.P.E.R.

S.C.A.M.P.E.R. is a model that helps us create unique thoughts, explore relationships, and search for new or different combinations. SCAMPER involves a variety techniques (**S**ubstitute – **C**ombine – **A**djust or **A**dapt – **M**odify – **P**ut to Other Uses – **E**liminate or **E**laborate – **R**everse or **R**earrange) that help to change and improve something by changing one or more parts of the original idea.

Remember, you can S.C.A.M.P.E.R. any of these activities on the first page. This might make them more interesting and enjoyable to work on.